

SEARCH AND RESCUE (SAR) MISSION REPORTS									
MISSION NUMBER:			ACTIVITY FOR DATE OF:		REPORTED BY: (NAME/ORGANIZATION)			DATE/TIME (Z)	
ITEM					COLUMN1		COLUMN2		COLUMN3
ALPHA	NAME OF SEARCH ORGANIZATION/AGENCY								
BRAVO	TODAY'S MISSION ACTIVITY								
	1	TIME FIRST AIRCRAFT LAUNCHED OR GROUND TEAM DISPATCHED			Z		Z		Z
	2	TIME ELT FIRST HEARD BY SEARCH PARTY (IF KNOWN)			Z		Z		Z
	3	FLIGHT DATA	NUMBER OF AIRCRAFT						
	4		NUMBER OF SORTIES						
	5		HOURS IN SEARCH AREA						
	6		HOURS ENROUTE TO SEARCH AREA AND SEARCH BASE						
	7		TOTAL FLIGHT HOURS						
	8	TOTAL PERSONNEL (AIRCREW AND OTHERS)							
	9	AREA(S) SEARCHED: GRID/POD							
		GRID	POD	GRID	POD	GRID	POD	GRID	POD
			%		%		%		%
			%		%		%		%
			%		%		%		%
			%		%		%		%
		OTHER (i.e. ROUTE SEARCH)							
	10	SIGNIFICANT WEATHER IN SEARCH AREA TODAY:							
CHARLIE	TOMORROW'S/FUTURE PLANS								
	1	TOTAL RESOURCES EXPECTED FOR ALL SAR UNITS			ACFT		PERSONNEL		
	2	PLANNED SEARCH AREA:							
	3	FORECASTED WEATHER:							

DELTA	LOCATING DATA			
1	NAME OF ORGANIZATION/AGENCY LOCATING THE OBJECTIVE:			
2	ACTUAL LOCATION:		COORDINATES N W	
3	TIME OBJECTIVE (ELT) LOCATED (DTGZ):		ELT BY: SILENCED (DTGZ):	
4	TERRAIN AND GROUND COVER:			
5	NUMBER OF SUBJECTS INVOLVED	NUMBER LOCATED ALIVE	NUMBER LOCATED DECEASED	NUMBER MISSING
ECHO	RECOVERY DATA			
1	NAME OF ORGANIZATION/AGENCY MAKING RECOVERY:			
2	TIME RECOVERY BEGAN: Z			
3	(SAFE LOCATION, HOSPITAL, ETC) SUBJECT(S) DELIVERED TO:		COORDINATES N W	
4	TIME RECOVERY (DELIVERY) COMPLETED: Z			
5	(GND TM, HELO W/LITTER OR PENETRATOR, LANDING, BOAT, ETC.) RECOVERY METHOD:			
6	NUMBER RECOVERED ALIVE	NUMBER RECOVERED DECEASED	NUMBER SELF RECOVERED	
FOXTROT	MISSIONCLOSING/SUSPENDINGDATA			
1	NUMBER OF SUBJECTS SAVED (DETERMINED WITH AFRCC DURING CLOSING):			
2	NUMBER OF SUBJECTS ASSISTED:			
3	ORGANIZATION/AGENCY SAVE CREDITED TO:		COORDINATES N W	
4	(CHECK ONE) MISSION CLOSING SUSPENDING TIME			
GOLF	REMARKS: (ADDITIONAL INFORMATION, LEADS, LIMITING FACTORS, PROBLEMS, ELT MFG/MOD NO., ETC.)			